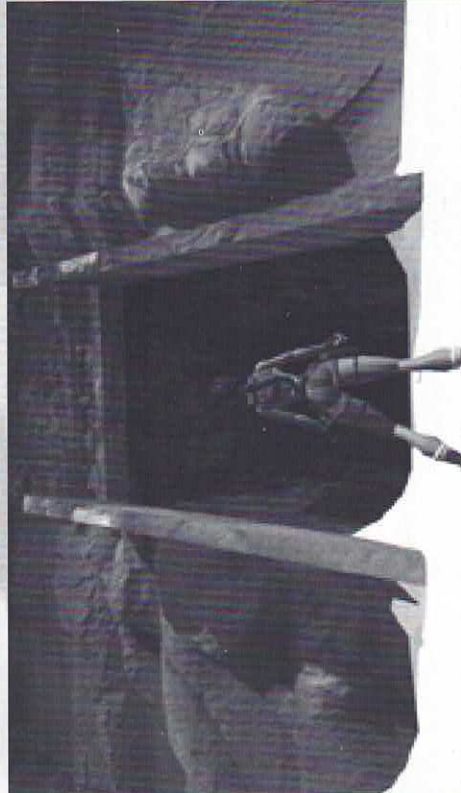


INTRODUCTION

Lara Croft, daughter of Lord Henshingly Croft, was raised to be an aristocrat from birth. After attending finishing school at the age of 21, Lara's marriage into wealth had seemed assured, but on her way home from a skiing trip her chartered plane had crashed deep in the heart of the Himalayas. The only survivor, Lara learned how to depend on her wits to stay alive in hostile conditions a world away from her sheltered upbringing. 2 weeks later when she walked into the village of Tokkeribby her experiences had had a profound effect on her. Unable to stand the claustrophobic suffocating atmosphere of upper-class British society, she realised that she was only truly alive when she was travelling alone. Over the 8 following years she acquired an intimate knowledge of ancient civilisations across the globe. Her family soon disowned their prodigal daughter, and she turned to writing to fund her trips. Famed for discovering several ancient sites of profound archaeological interest she made a name for herself by publishing travel books and detailed journals of her exploits.



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Precautions

- This disc contains software for the PlayStation home video game console. Never use this disc on any other machine, as it could damage it.
- This disc conforms to PlayStation specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation.
- Read the PlayStation Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation, always place it label side up.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

See back page of this manual for Customer Service and Hotline Nos.

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ACTIONS

Moving

Running

Pressing Up moves Lara forward at a running pace. Pressing Down makes Lara jump back a short distance. Pressing Left or right turns Lara Left or right.

Walking

By pressing the walk button (R1) in conjunction with the Directional buttons, Lara can carefully walk forwards or backwards. While the walk button (R1) is held down, Lara will not fall off any edge. If you walk up to an edge Lara will automatically stop.

Side Steps

Side step Left (L2) and right (R2) buttons do exactly as you might imagine.

Roll

Selecting Roll (Circle Button) will make Lara dive forward, and finish up facing the opposite direction.

Jumping

Lara can jump in any direction, to evade her enemies.

Press the jump button (Square Button) and Lara will jump straight up into the air.

If you press a direction immediately after pressing jump (Square Button), Lara will jump in that direction.

Swimming



Blue 'Breath Bar': this bar reduces the longer Lara stays underwater, if you let it run down completely the brown health bar will appear, if you do not reach the surface before this bar expires Lara will drown.

Underwater

If Lara finds a pool of water, she can jump in, and have a jolly good swim around. Lara can hold her breath for about two minutes, if she is still underwater after that she'll drown.

Pressing Up Down Left or Right makes Lara rotate in that direction.

Pressing Jump (Square Button) makes Lara swim.

Lara can pull levers and pick up objects underwater. Just position Lara as close as you can and press action. (Cross Button)

Swimming on the surface

Left and Right will rotate her, and Up and Down make her swim in those directions. You can also use the side step actions (L2 and R2) to swim Left or Right when on the waters surface.

Pressing jump (Square Button) will make Lara dive under the surface again, pressing action (Cross Button) when Lara is close to an edge will make her climb out.

Attacking



Number of bullets left: standard guns have an infinite number of bullets

Health Bar: this decreases as you are attacked by your enemies or injured by falling

Lara starts the game carrying two pistols. Later in the game she may find some extra weapons.

Shooting

Press draw (Triangle Button) and Lara will draw her guns. If Lara sees something she doesn't like the look of she will point her guns at it.

If there are multiple enemies, Lara will lock on to different targets, choosing the best one as she sees fit.

Pressing action (Cross Button) while Lara is aiming at something will assign that enemy as the current target. It will remain as the current target indefinitely while the action button (Cross Button) is held Down, regardless of whether or not Lara loses her lock.

While the action button (Cross Button) is held, Lara will only fire at the current target, ignoring any other enemy in the vicinity. If Lara loses sight of the enemy, she will break her lock, but that enemy will still be assigned as the current target.

The camera will track the current target, so even if Lara loses sight of it, you can still see where it is.

To make Lara continue shooting the current target after she has lost her lock, simply point her in the right direction, and bob's your uncle.

If you want to shoot a different enemy, simply let go of action (Cross Button), and Lara will pick a new target.

While you have your guns out, Lara can no longer do anything that would involve the use of her hands. These are as follows:

Vaulting

If Lara is faced with an obstacle that she can climb over, pressing forward and action (Cross Button) will make her vault onto it.

Grabbing hold

If Lara is near to a ledge while she is jumping, pressing and holding the action button (Cross Button) will allow her to grab the ledge in front of her and hang there.

Press Left or Right, and Lara will shimmy sideways.

Pressing Up will make Lara climb up to the level above.

Let go of action (Cross Button) and Lara will drop.

Picking objects up

Lara can retrieve objects and store them in her inventory.

Position Lara so that the object you want to retrieve is in front of her feet.

Press the action button (Cross Button) and she will pick it up.

Using switches

Position Lara so that the switch is in front of her.

Press the action button (Cross Button) and she will use it.

Using Puzzle Items/Keys

Position Lara so that the object receptor is in front of her

Press the action button (Cross Button) and the item ring will appear. Left and Right will allow you to select the object you want to try, and pressing action (Cross Button) again will use it.

Pushing/Pulling Objects

Lara can push certain blocks around and use them to climb up to greater heights.

Stand in front of the block and hold Down action (Cross Button). Lara will get into her ready stance.

Once she is ready, press Down to pull the block, and Up to push it, if you decide you no longer wish to carry on with this task, simply release the action button (Cross Button).

Looking around

pressing the look button (L1) will return the camera to directly behind Lara, whatever the camera is currently doing. With the look button (L1) held down, the Directional buttons allow Lara to look around her. Once you let go of the button, the view returns to normal. (Tip- if you are trying to line Lara up for a jump, and the camera is in an awkward position, pressing just the look button (L1) on it's own will show you exactly what direction she is facing.)

IN GAME MENU RINGS

Whilst in-game pressing SELECT button will display the Menu Rings

Press Left and Right to rotate the menu ring.

Press action (Cross Button) to use or select the foremost item ready for use.

Press Up or Down to swap between Inventory, Items and Options rings (see menu ring for details of the options available.)

Press Triangle or Circle Buttons to deselect an item, press SELECT button again to exit the Menu Rings

Inventory Ring

Weapons

The pistols are, by default, selected and ready to use. If you have found any extra weapons simply select them and press action (Cross Button). You can also see how much ammo is available to you here.

Small Medi Pack

Using a small medi pack will restore 1/2 of Lara's health.

Large Medi Pack

Using a Large Medi Pack will fully restore Lara's health.

Items Ring

Lara will find some objects that may be useful in puzzles, and if collected this is where they are stored.

Options Ring

Passport

Here the options open to you are Restart level, Load game or Quit to Title Screen.

Sunglasses and Personal Stereo

In both of these cases, for usage descriptions refer to Starting the Game as they do exactly the same as described there.

SAVE GAME

Make sure there is enough free blocks on your Memory card before commencing play.

Please note that if you do not have a memory card you will be unable to save your game.

Collecting a Save Game Beacon, a revolving diamond, by picking them up will save your current game at that point. At the end of the level you will be prompted as to whether you wish to save your game here, if you choose to do so then your current mid-level save game will be overwritten. All successfully completed levels will be saved and available for loading.

Your full game configuration will be saved within the Save Game.

LOAD GAME

To load a previously save game proceed to the Menu Ring select the Passport and choose and select the game you wish to load. A more detailed description of the Passport functions is given under Starting the Game - Passport.

STATISTICS SCREEN

At the end of each level you are presented with a Statistics screen, here you will be able to judge just how well you have performed.

At the successful completion of each level your health will be restored to 100%

If you die in-game you will be presented with the Passport Screen, here you will be given the opportunity to Load (a previously saved game), Restart (level) or Quit to the Title Screen.

CREDITS

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Programmers Jason Gosling
Gavin Rummery
Graphic Artists Heather Gibson
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Additional Artwork Lee Pullen
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Stuart Atkinson
Dave Pale
Music Nathan McCree
Sound Effects Martin Iveson
Script Vicky Arnold
Original Concept Toby Gard
Executive Producer Jeremy H. Smith

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LIMITED WARRANTY

Core Design Limited reserves the right to make improvements in the products described in this manual, at any time and without notice. Core Design makes no warranties expressed or implied, with respect to this manufactured material, its quality, merchantability or fitness of any particular purpose. If any defect arises during the 90 day limited warranty on the product itself (i.e. not the software programme, which is provided "as is") return it in its original condition to the point of purchase. Proof of purchase required to effect the 90 day warranty.

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INTRODUCCIÓN

Lara Croft, hija de Lord Henshingly Croft, fue educada desde su nacimiento a comportarse como una aristócrata. Después de terminar sus estudios a la edad de 21 años, estaba claro que Lara se casaría con un buen partido. No obstante, cuando regresaba de unas vacaciones de esquí, el avión se estrelló en el centro de los Montes Himalaya. Lara fue la única superviviente, por lo que pronto tuvo que aprender a sobrevivir en condiciones adversas, en un mundo muy distinto al que conocía. Dos semanas más tarde, cuando llegó al pueblecito de Tokkerby, se dio cuenta de que su experiencia había arraigado en su mente. Ya no podía soportar el ambiente sofocante y claustrofóbico de alta sociedad británica, y sólo se sentía cómoda cuando viajaba sola. Durante los 8 años que siguieron, se dedicó a viajar por el mundo y a estudiar las civilizaciones de la antigüedad. Su familia no tardó en desheredar a esta hija pródiga, y Lara no tuvo más remedio que dedicarse a escribir para poder financiar sus viajes. Afamada por el descubrimiento de varias zonas antiguas de gran interés arqueológico, publicó varios libros de viaje y revistas sobre sus excavaciones.



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Precaución

● Este disco compacto contiene software para la consola de videojuegos PlayStation. Jamás lo utilice en otra máquina, porque podría estropearse. ● Este disco se ajusta a las especificaciones de PlayStation para el mercado europeo, y no debe usarse en las versiones de PlayStation para fuera de Europa. ● Para garantizar un empleo correcto, lea atentamente el manual de instrucciones de PlayStation. ● Inserte el disco en la PlayStation con la cara que lleva el título impreso mirando hacia arriba. ● Cuando maneje el disco, procure no tocar la superficie y sujételo siempre por los extremos. ● Mantenga siempre el disco limpio y evite rayarlo. Si se ensucia, límpielo cuidadosamente con un paño suave. ● No deje el disco cerca de fuentes de calor, no lo exponga a la luz solar directa y evite que entre en contacto con la humedad. ● No intente usar un disco que esté combado o rayado, o en el que se haya utilizado algún tipo de adhesivo, porque ello podría provocar errores de funcionamiento.

Salud

● Descanse 15 minutos aproximadamente por cada hora que utilice la consola. ● No utilice la consola si está muy cansado o si ha dormido poco. ● Emplee la consola en una habitación bien iluminada y mantenga una distancia adecuada con respecto a la pantalla. ● Las luces o formas luminosas parpadeantes que se encuentran en nuestro medio ambiente cotidiano pueden provocar ataques epilépticos a ciertas personas, lo que las hace susceptibles de sufrir un ataque mientras ven la televisión o utilizan videojuegos. Incluso aquellos jugadores que no hayan tenido jamás un ataque, pueden padecer de epilepsia sin saberlo. Si sufre de epilepsia, consulte con su especialista antes de utilizar videojuegos. También debe acudir al médico si, durante el juego, experimenta alguno de los siguientes síntomas: mareos, vista borrosa, espasmos musculares u otro tipo de movimientos involuntarios, desorientación, confusión mental y/o convulsiones.

En la última página de este manual encontrará el número de teléfono de atención al cliente
(Customer Service No.)

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